



The Year 6 Autumn curriculum map Catastrophe!



At the start of Year 6, we will be introducing you to the wilder side of Planet Earth through an in-depth geographical look into the world of natural disasters, with a particular focus on earthquakes and volcanic eruptions. You will gain knowledge and understanding of how advances in architecture and Design and Technology have helped prevent bigger disasters.

Find out what's bubbling beneath the surface...

As part of Art, I will be learning about...

The contrasting styles of JMW Turner and Andy Warhol in Volcano Art

JMW Turner

- Who he was and his artistic style
- The definition of 'Romanticism'
- The Art techniques he used

Andy Warhol

- Who he was and his artistic style
- The definition of 'Visual Art' and 'Pop Art'
- The Art techniques he used

Atmosphere, Layering and Emotion

- How mixing and matching colours and tones and tints create atmosphere in watercolour paintings
- How layering creates depth in paintings
- How complementary and contrasting colours can create emotion in oil pastel Art

As part of Geography, I will be learning about...

Volcanoes around the World

- The names of a range of volcanos
- Where they are located on a range of maps and globes – the continent and country
- Where they are located in relation to the climate zones: Tropics of Cancer and Capricorn, the equator and the Northern and Southern Hemispheres
- Why they are located in those places
- Their geographical features and biomes
- The different types of volcanoes and what happens when they erupt
- Types of settlement and land use around a volcano with a focus on Mount Vesuvius

Earthquakes

- What they are and why they happen
- How they happen

As part of Design and Technology, I will be learning about...

William (Bill) Robinson—Who he was, what did he invent and how has his invention helped the world

Research and Design—How research helps develop design criteria

CAD—What it is and how it helps design products

Prototypes—What a prototype is and how it helps designers create a functional product

Mechanical and Electrical systems—How pulleys, gears, wires, sensors and motors can be combined to achieve intended effects and

Computer Programming—How it can enable an object to move and respond.

I will design, make and refine a model earthquake simulator and rescue vehicle with an electrical system.

Discover, Captivate, Excite, Challenge and Flourish



- Discover, Captivate and Excite: Discovery Day, DT challenge.
- Challenge Day: DT LEGO challenge day
- Flourish: Come and Share: Earthquake exploration
- Flourish: Time to Shine: Art gallery
- (Look out for the 'Come and Share' and 'Time to Shine' dates on the Newsletter)